Bolt Action Quick Reference Sheet

The Player Turn (p.18)

The Orders Phase (p.18)

1. Draw a die from the order cup and give to the appropriate army player.
2. That player chooses a unit to give an order to and activates it immediately, taking an order test if necessary - remove a pin marker if successful.
3. Repeat steps 1 & 2 until all units have received an order. Then TURN END.

Turn End Phase (p.18)

1. Remove from the game order dice placed from destroyed units.
2. AMBUSH & DOWN orders may remain, otherwise orders go back into cup.
3. Begin next turn's ORDER PHASE.

Orders (p.20)

Choose one of six orders to give a unit from the choices below:

1. FIRE - Fire at full effect without moving.
2. ADVANCE - Move and then fire.
3. RUN - Move at double speed without firing. Also used for ASSAULT.
4. AMBUSH - no move/fire, but wait for opportunity fire.
5. RALLY - No move/fire, but remove d6+1 pin markers.
6. DOWN - No move/fire, but gain -1 when being targeted.

FUBAR Order Test Result (p.22)

If an order test results in two 6s, roll on the FUBAR chart below:

1-2. **The unit opens fire on a friendly unit** if there are enemy within 12". Give unit a FIRE order and opponent chooses the target. Otherwise, go DOWN.

3-6 **Panic** - the unit executes a RUN. (If there are visible enemy.) Move as fast as possible away from the nearest visible enemy unit. Otherwise go DOWN.

Movement (p.26)

Below are the typical ADVANCE/RUN speeds for unit types:

Terrain	Inf: **6/12"**	Artillery:	Wheeled: **12/24"**	Tracked: **9/18"**
Open	OK	OK	OK	OK
Rough	No Run	*	–	No Run
Obstacle	No Run	–	–	OK*
Building	OK	*	–	!
Road	OK	OK	x2	x2

OK	No hindrances.
OK*	No hindrances, unless impassable terrain specifically for vehicles.
No Run	Unit can ADVANCE, but not RUN through this terrain.
–	Unit cannot enter or move through.
*****	Unit cannot enter or move through unless initially deployed inside.
!	Units cannot enter or move through except Hvy/Super-hvy tanks (p99).
x2	Movement rate is doubled if the unit moved entirely along this terrain.

Vehicle Manoeuvre (p.81)

Below are the typical number of pivots allowed per vehicle type:

Type		
Tracked	**ADVANCE:** 1 x 90° pivot	**RUN:** n/a
Half Tracked	**ADVANCE:** 2 x 90° pivots	**RUN:** 1 x 90° pivot
Wheeled	**ADVANCE:** 2 x 90° pivots	**RUN:** 1 x 90° pivot

Reverse: up to 1/2 advance straight back. Recce move/pivot normally in reverse.

Troop Quality & Morale (p.22)

Inexperienced: **8**	Regulars: **9**	Veterans: **10**	NCO Dead: **-1**

Officer Morale Modifiers: (within 6")

+1 : 2nd Lt. **+2** : 1st Lt. **+3** : Capt. **+4** : Major

Shooting: 3+ to hit (p.32)

Shooting Procedure (p.32)

1. **Declare target** - target gets to react (ie. DOWN or *escape* for recce)
2. **Measure range & fire** - roll to hit then roll to kill (6 then 6 is *exceptional* dam.)
3. **Casualties** are chosen by the target player except for *exceptional* casualties.
4. **Morale check** is made if the target lost 1/2 or more of its current number.

Shooting Modifiers (p.36)

+1	Shooting at point blank (6" or less)		
-1	Per pin marker on the firer	If firer moved	Long range (> 1/2 range)
	Target has soft cover	Target is DOWN	Target is small (1-2 men)
	Inexperienced firer		
-2	Target has hard cover		

Damage Value Table for Casualties (p.37)

Troops and Soft Skinned Vehicles (Jeeps, trucks, etc.)

3+ Inexp. inf/arty. **4+** Reg. inf/arty. **5+** Vet. inf/arty. **6+** Soft veh.

Armoured Targets (Tanks, APCs, etc.)

7+ Arm. car/carrier **8+** Lt. tank **9+** Med. tank **10+** Hvy. tank **11+** Super-hvy

Weapon Chart Modifiers (p.44)

Below are the stats for all weapons used in Bolt Action:

Small Arms	Rng.	Shots	Pen.	Special Rules
Rifle	24	1	–	–
Pistol	6	1	–	Assault
SMG	12	2	–	Assault
Auto. Rifle	30	2	–	–
Ass. Rifle	24	2	–	Assault
LMG	30	3	–	Team
MMG	36	4	–	Team, fixed
Heavy Weapons	**Rng.**	**Shots**	**Pen.**	**Special Rules**
HMG	36	3	+1	Team, fixed
Auto-cannon, Light	48	2	+2	Team, fixed, HE(d2)
Auto-cannon. Med.	72	2	+3	Team, fixed, HE(d2)
AT, Rifle	36	1	+2	Team
AT, Light	48	1	+4	Team, fixed, HE(d2)
AT, Medium	60	1	+5	Team, fixed, HE(d2)
AT, Heavy	72	1	+6	Team, fixed, HE(d3)
AT, Super Heavy	84	1	+7	Team, fixed, HE(d3)
Mortar, Light	12-24	1	HE	Team, indirect, HE(d3)
Mortar, Medium	18-60	1	HE	Team, fixed, indirect, HE(d6)
Mortar, Heavy	18-72	1	HE	Team, fixed, indirect, HE(2d6)
Bazooka	24	1	+5	Team, shaped charge
PIAT	12	1	+5	Team, shaped charge
Panzerfaust	12	1	+6	One-shot, shaped charge
Panzerschreck	24	1	+6	Team, shaped charge
Howitzer, Light	0/24-48	1	HE	Team, fixed, howitzer, HE(d6)
Howitzer, Med.	0/24-60	1	HE	Team, fixed, howitzer, HE(2d6)
Howitzer, Hvy.	0/24-72	1	HE	Team, fixed, howitzer, HE(3d6)
Flamethrower (Inf.)	6	d6	+2	Team, flamethrower
Flamethrower (Veh.)	18	2d6	+3	Flamethrower

HE Shot Effects: Pin/+Pen (p.53)

Weapons fired as HE (instead of AT) use these Pin/+Pen effects:

HE(d2/d3): 1/+1 **HE(d6)**: d2/+2 **HE(2d6)**: d3/+3 **HE(3d6)**: d6/+4

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Shooting at Vehicles (p.85)

Soft-skinned Vehicles	Result Needed
All soft-skinned vehicles	6+

Armoured Targets	Result Needed
Armoured car/carrier	7+
Tank, light	8+
Tank, medium	9+
Tank, heavy	10+
Tank, super-heavy	11+

Penetration Modifiers for Heavy Weapons vs. Armour (p.86)

Vehicle side or top armour	+1
Vehicle rear armour	+2
Long range	-1

Damage Roll for Armoured Targets (p.87)

Superficial Damage (min. damage rolled): d6-3
Superficial damage occurs when the exact minimum is rolled to damage vehicle.

Regular Damage: d6

Massive Damage (3+ higher than min. damage): roll two results
Massive damage occurs when a vehicle is penetrated by 3 or more than the minimum roll required. Roll 2 results and apply both.

Open-topped hit by indirect fire: +1 to roll
Remember that +1 is also added for hitting the top armour, so the total is +2.

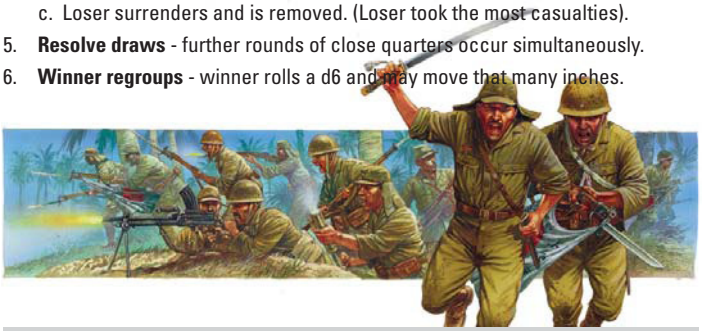
Damage Results Table for Armoured Targets (p.87)

1 or less	**Crew Stunned** - add a PIN marker to the vehicle. Order is changed to DOWN and the vehicle cannot take an action this turn.
2	**Immobilized** - add a PIN marker to the vehicle. Order is changed to DOWN and the vehicle cannot take an action this turn. Vehicle cannot move for the remainder of the game. Additional ***immobilized*** hits combine into a ***knocked out*** result.
3	**On Fire -** add a PIN marker to the vehicle. Order is changed to DOWN and the vehicle cannot take an action this turn. Make a MORALE test. If passed, the crew put out the fire. If failed, the crew abandon the vehicle and it is considered ***knocked out***.
4-6	**Knocked Out -** the vehicle is destroyed and becomes a smoking wreck. It is now considered impassable terrain.

Close Quarters (p.56)

Close Quarters Procedure (p.57)

1. **Declare target.**
2. **Target reacts** - if more than 6" away, defender may fire at assaulting unit.
3. **Measure move distance and move assaulting models**.
4. **Fight first round of close quarters.**
   a. Attackers roll to damage > Defenders take casualties
   b. Defenders roll to damage > Attackers take casualties
   c. Loser surrenders and is removed. (Loser took the most casualties).
5. **Resolve draws** - further rounds of close quarters occur simultaneously.
6. **Winner regroups** - winner rolls a d6 and may move that many inches.



Infantry Assaulting Vehicles (p.90)

Infantry may only assault vehicles that haven't RUN, unless that RUN has been changed to DOWN or the vehicle has somehow since become immobilized.

Infantry without anti-tank weapons must pass a RUN order with a -3 modifier to assault any kind of fully enclosed armoured vehicle.

Vehicles may react with defensive fire, or recce may escape as normal. (p.95)

Vehicle's Order	d6 Roll to Hit
Vehicle was ADVANCING	6+
Otherwise	4+
Vehicle was RUNNING	n/a

Roll to Damage
damage roll = d6 + number of hits scored

Results of Damage	
Soft-skinned or open topped	Destroyed if damaged
Enclosed armoured vehicle	Roll on Damage Results Table*

* Infantry without anti-tank weapons only do superficial damage (d6-3).

If the vehicle survives, the assault is over and the assaulting infantry regroups.

British & Commonwealth Stats (p.160)

Below are the stats for some British units in Bolt Action:

2nd Lt. +2 Attend.	Rng.	Shots	Pen.	Special Rules	Morale 10
Rifle	24	1	–	–	
Medic (1)					**10**
Pistol	6	1	–	Assault	
Vet. Infantry Section (x3 - 10 men each)					**10**
Rifle	24	1	–	–	
Anti-tank grenades	-	-	-	Tank hunters	
Machine Gun Team (3 men)					**9**
MMG (.303 Vickers)	36	4	–	Team, fixed	
Medium Mortar Team (3 men)					**9**
Mortar, Medium (3")	18-60	1	HE	Team, fixed, indirect, HE(d6)	
Churchill - Heavy Tank (Dam. 10+)				**Slow (6" move)**	**9**
Medium AT Gun	60	1	+5	HE(d2)	
Coaxial MMG	36	4	-	Turret	
Hull MMG	36	4	-	Fixed	

German Stats (p.126)

Below are the stats for some German units in Bolt Action:

2nd Lt. +2 Attend.	Rng.	Shots	Pen.	Special Rules	Morale 10
Assault Rifle	24	2	–	Assault	
Medic (1)					**10**
Pistol	6	1	–	Assault	
Vet. Infantry Squad (x2 - 10 men each)					**10**
Rifles (6 men)	24	1	–	–	
LMG (4 men)	30	3+1	-	Team	
Machine Gun Team (3 men)					**10**
MMG (MG42)	36	4+1	–	Team, fixed	
Medium Mortar Team (3 men + spotter)					**10**
Mortar, Medium	18-60	1	HE	Team, fixed, indirect, HE(d6)	
PAK 38 (3 men)					**10**
Medium AT Gun	60	1	+5	Team, fixed, gun shield	
Panzer IV - Medium Tank (Dam. 9+)					**10**
Heavy AT Gun	72	1	+6	HE(d3)	
Coaxial MMG	36	4	-	Turret	
Hull MMG	36	4	-	Fixed	